

Luke Duffy

Game, Level and Narrative Designer with a Cinematic background. I am passionate in working in all areas of Game Design, whether it be Level Design, Mission Design and Narrative Design. I love building my skills and knowledge that better not just myself as a developer, but my team and the games I'm involved in.

Experience

Fusebox Games: March 2021 – September 2021

I worked as a Game Designer on Love Island: The Game app for Android and IOS where I integrated scripts and did cinematic passes using in-house tools built in Unity. For Integration, I used in-house tools to make sure each level/episode works on a technical level, for which I also provided feedback to Engineering to improve said tools. For the Cinematic Passes I oversaw setting Characters positions, expressions, backgrounds, music, SFX and VFX throughout the game. I worked closely with Art and Narrative to deliver a high-quality experience that would be felt as fun and engaging for the players. I worked remotely within an agile environment with multiple disciplines, that includes art, narrative, engineering as well as QA, sound and VFX.

Supermassive Games: June 2018 – October 2019

I was a Game/Level Designer for a year and a half working on The Dark Pictures Franchise, both on Man of Medan (PS4, Xbox One and PC) and Little Hope (PS4, Xbox One and PC). I worked on multiple levels and implemented several different aspects of the game, including cameras, animations, interactions as well as game logic. Working closely with other disciplines as well as fellow designers, I worked on getting the levels to the highest quality, from following the game director's vision to communicating on bug fixing and problem solving.

I was quick to interface with the studio of well over a hundred people, each ranging with different experiences and characteristics that I dealt with on a daily basis. Not only that, but I was also given responsibility with the Traits and Relationship feature within Man of Medan. I worked closely with programmers on getting certain aspects redefined and implemented as well as with the game director on fine tuning the overall direction of the feature in large.

Summer Internship: July 2016 – August 2016

I worked at a 6-week paid internship within a small indie games company. I worked on a product that is still in development and in early access. I learned to better work in a team and better communicate.

Games Creation Society: September 2015 – July 2016

I worked with a number of students, comprised of different disciplines where we worked in our spare time to build a product and show off to the public, who could use in a hands-on display. This help me better not just my teamwork and communication skills, but also my people skills.

Education

University of Teesside: September 2013 - May 2017

Bachelor of Arts in Computer Games Design with First Class Honours

Selby College: September 2010 – June 2013

BTEC Level 2 in IT (M) BTEC National Diploma in IT (DMM)

Holy Family Carlton: September 2005 – June 2010

GCSE: English (C) Maths(C) Double Awarded Science (CD) History (C) Geography (C) RE (B)

Skills

Engines: Unreal 4, Unity **Other:** 3DS Max, Maya, Photoshop, MS Word, MS PowerPoint, MS Excel

Interests

Playing/Creating Video Games, Sports (football), Drawing, Reading, Cooking